

CAVEMAN WARRIORS



THE BOOK OF CAVEMAN WARRIORS

1st edition

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Book Design: Toni Domínguez (@AlegreDominguez)

Art: Stephen Hausdorff (@FutureChocolate)

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CAVEMAN WARRIORS

CREATED BY
 **JANDUHOST**



PREFACE

Before we get started...





I use to say the following sentence to my students:

Being an indie developer is a roller coaster of emotions.

What do I mean with that? Well, during a game development you're going to experience every existing emotion. Of course, ***Caveman Warriors*** wasn't going to be an exception.

Happiness

That feeling that's usually there during early development, when the project is being defined. It's a stage where creativity flows in a way that creates very happy moments. That feeling reaches its highest peak at the end of the project if it regains the investment and allows us to keep developing games, vanishing any bad moment we'd lived before.

Sadness

This feeling happens frequently if you're an indie dev, a situation where money is constantly flowing. You must always control the ins and outs of cash and will make you take decisions that you're not going to like. What to cut to follow the established deadlines, cutting the size of your team to save money you'll need, etc.

Surprise

Sometimes we'll see something we didn't expect to happen, creating another emotion. For example, we were extremely surprised when *Jim Sterling* made a video about our game without us having previously contacted him.

Anger

Programmers' favourite feeling... How many times have bugs happened? How many times something doesn't work and we just don't know why? That happens daily during a development, but those are silly things compared to having a release date and then a AAA title coming at the same day. Or having a new console announced the same day as your Kickstarter campaign, which kills most of your marketing efforts.

Fear

The must have, this one is always there. At least in the final stage of development, when you don't know if the game is going work in the current market. When you don't know if you'll have to close the company or if you'll be able keep developing more games.

We're currently in the fear stage, now we **just need our fear to turn into happiness**, to have our wagon not derailing so we can keep being in the roller coaster of emotions known as indie games development.

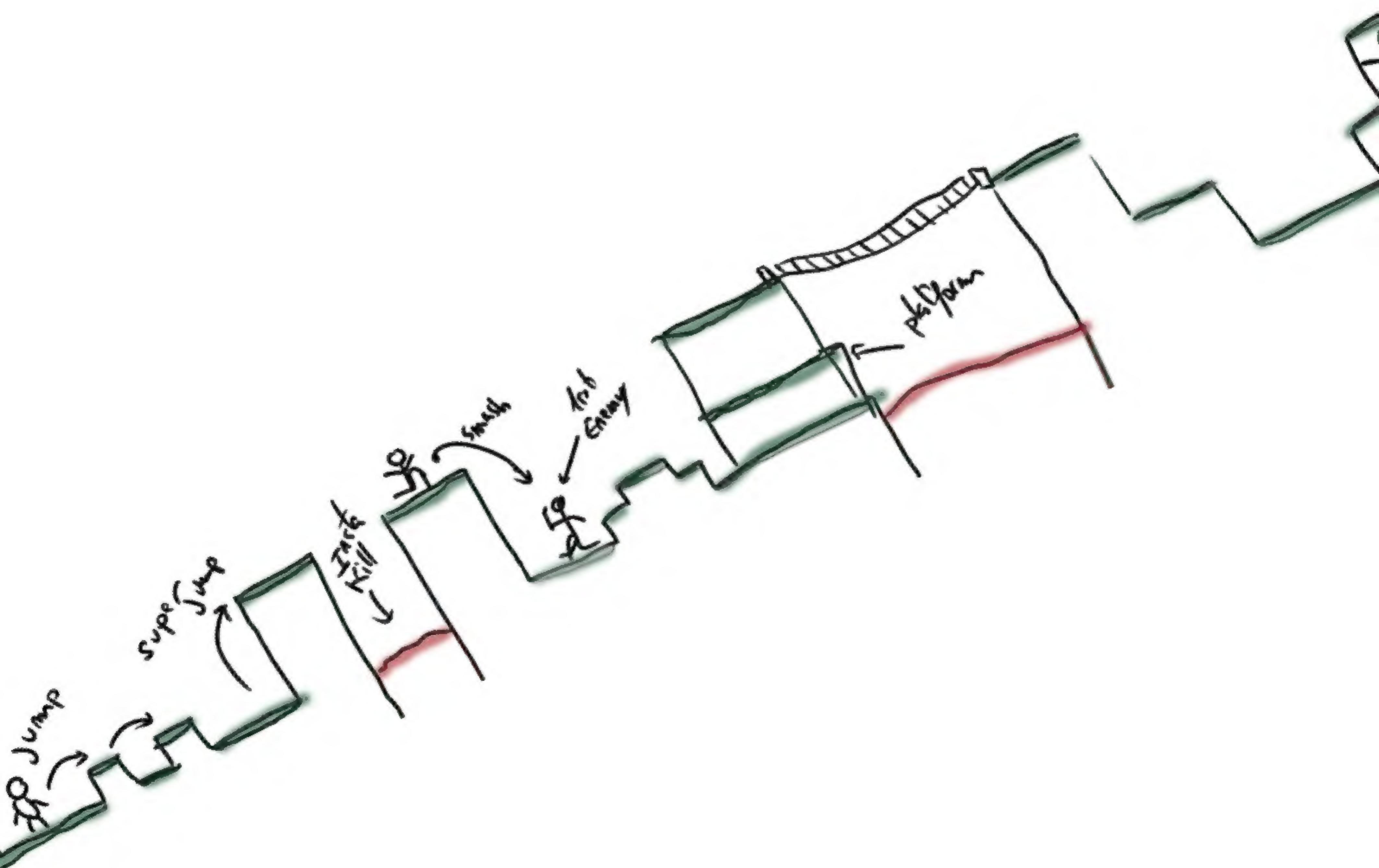
Jose A. (Jandu)





ORIGINS

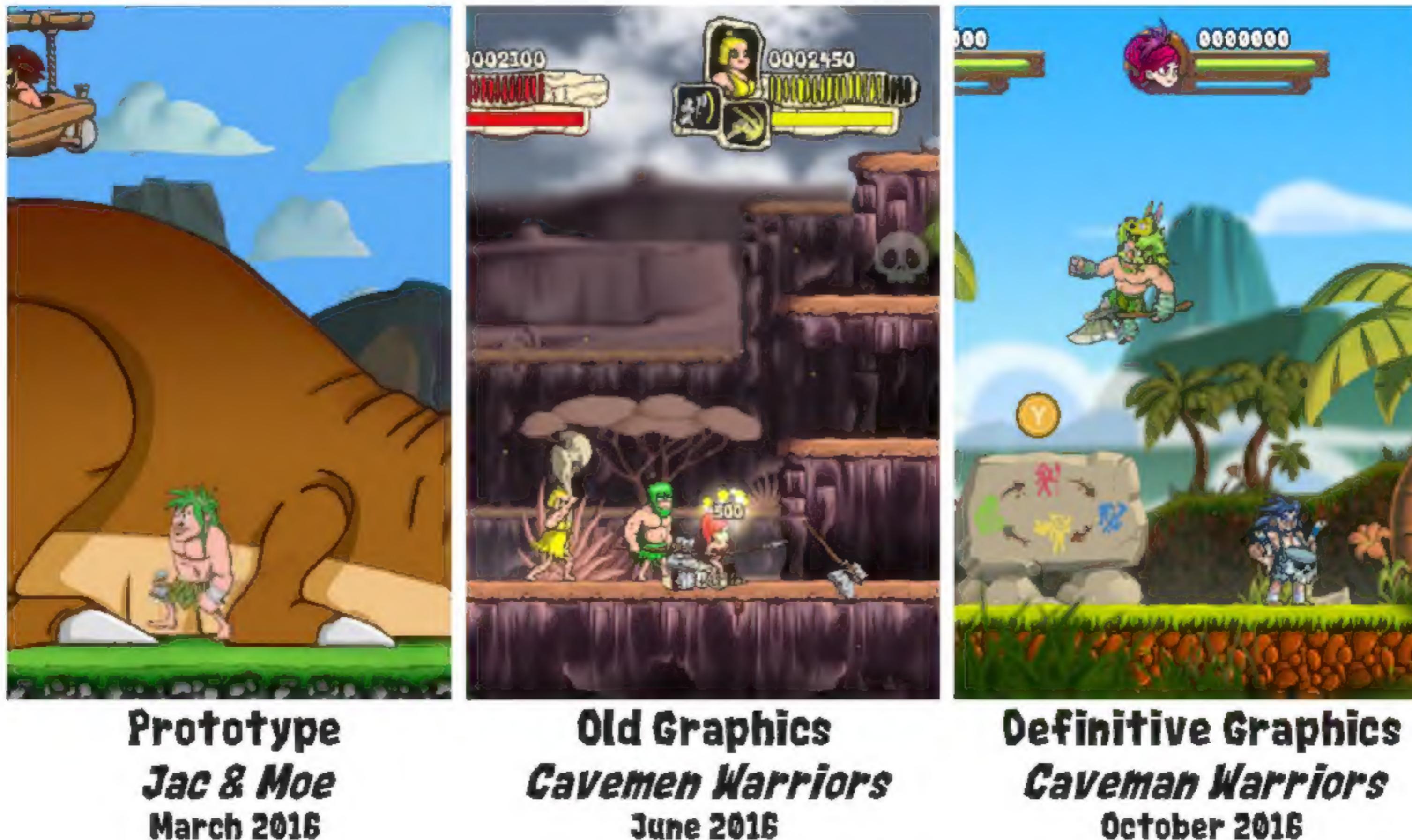
**The starting point of a
prehistoric journey**



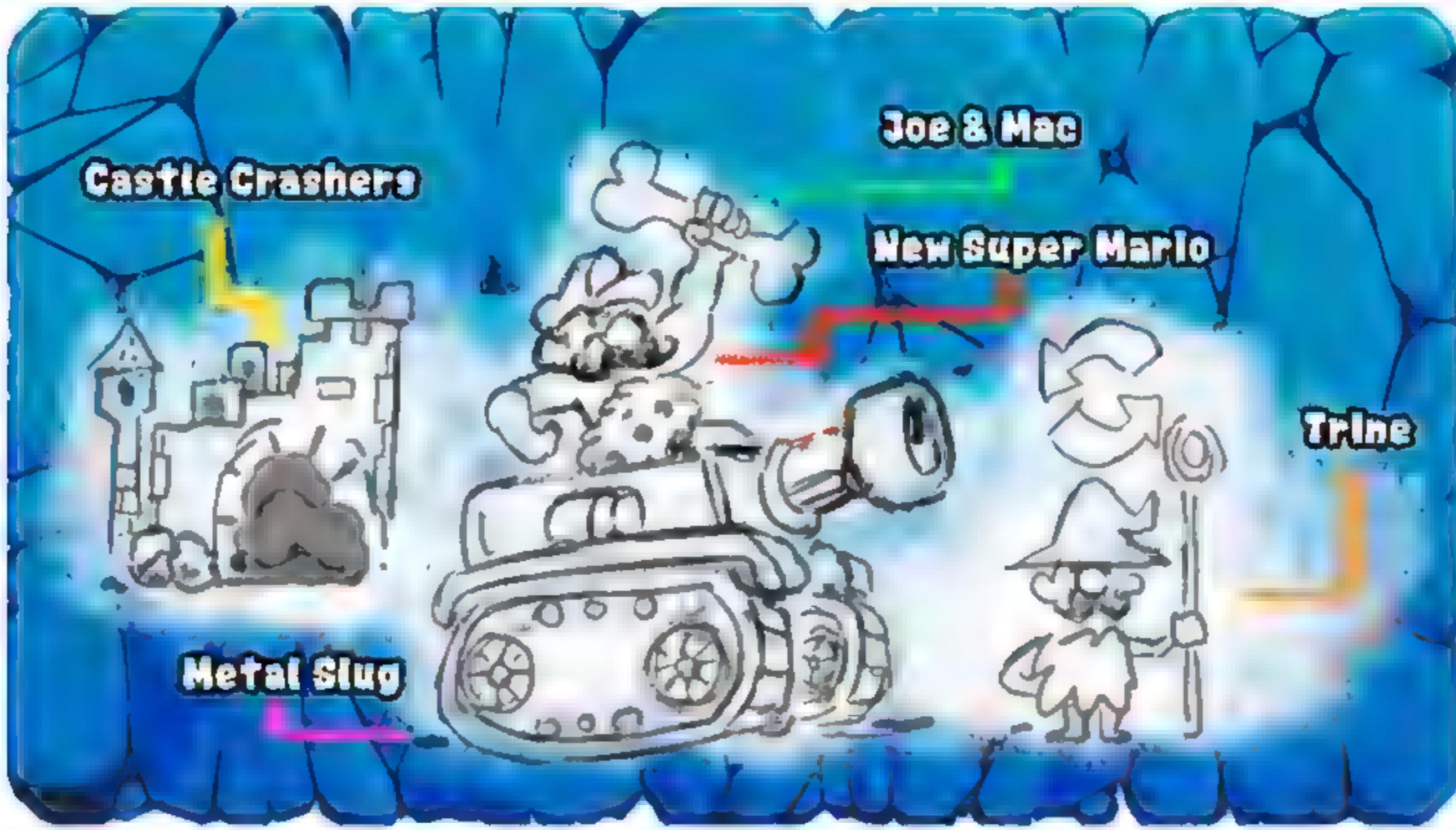
ORIGINS



Our adventure kicked off in march 2016, with the prototype *Jac & Moe* (see the picture above), named after the cult classic *Joe & Mac: Caveman Ninja*. Our intention was to get the rights of the IP, but that idea felt off from our plans pretty quick.



We wanted to create a spiritual successor for *Joe & Mac*, but that plan ended up in a radical change in terms of gameplay. What we wanted to do became something more, mixing mechanics proper of other games such as *Castle Crashers*, *Trine* and a plumber who's been in our hearts for decades.



February 15 was a key date for us... the Kickstarter adventure was on! We succeeded by achieving 11.205\$, more than we needed. That will be in our hearts forever and something to be proud as a dev team. Is that the biggest success we have lived until now? Maybe. But that may change in the future.





CHARACTERS

Four heroes to save it all!





We created Jack with the objective to make him look fierce, strong and dangerous to his rivals. The pet is intentionally on his head to hide his baldness. The axe fitted perfectly with his attitude and we even gave him the ability to throw it against enemies.

The Axe Swing is the combination of a sharp-edged axe and the incredible strength of a true caveman warrior. Who else could use such a heavy weapon as a throwing one? The answer is Jack, the Smasher.



Jack's Unstoppable Onslaught allows him to destroy rocks. No obstacles will stop him!





We balanced Liliana by giving her a long range attack mixed with the lowest amount of health of the four characters. This idea was better than we thought it would be and it remained unchanged.

The Super Spear consists in Liliana throwing her weapon to attack enemies in a long distance or to embed it to walls so she and her partners can climb it.



Cave Dash is basically an impalement and is as dirty and effective as it sounds. It sends enemies flying through the sky and has a huge impact in their health.





Moe is probably our weirdest character in terms of moveset. He definitely is not the main guy in attack power, but his Monkey Song makes him necessary for both advancing through some levels and having a great time laughing at the enemies dancing.

Moe uses his Boomerang Horn for short to medium range impacts. As every good boomerang, it always comes back to its owner.



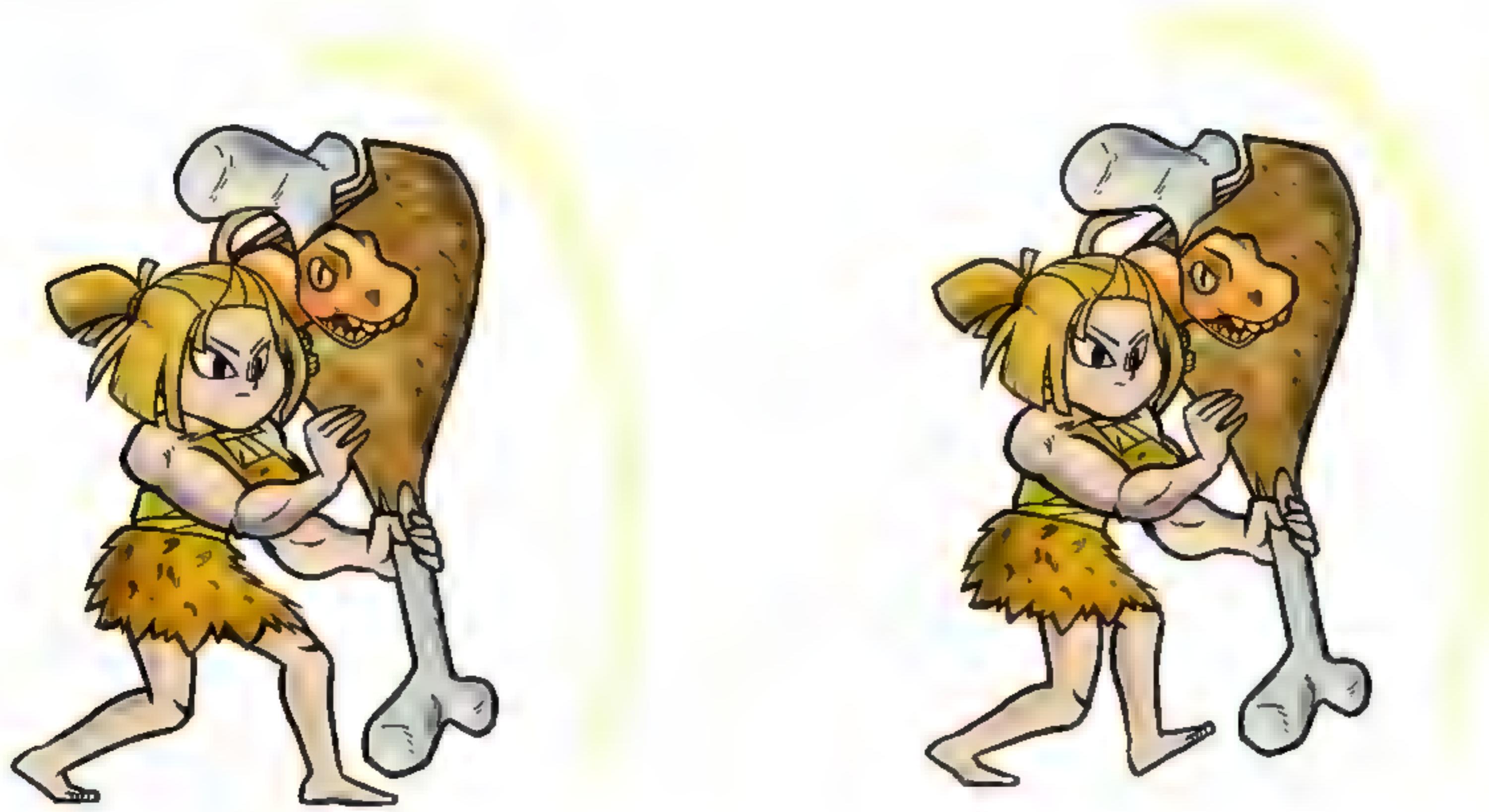
The Monkey Song is a unique skill that only Moe can perform. With the help of his two-headed monkey, he can make enemies dance. You have no idea how useful (and hilarious) this is until you have tried it in the game.





What we wanted to achieve with this character was a big, tonified and beautiful woman. We think her abilities are perfect for those features, making Brienne both defensive and aggressive.

Behind Me! is performed by using the meat stick as a shield that prevents Brienne and her partners from being hurt as long as she has stamina.



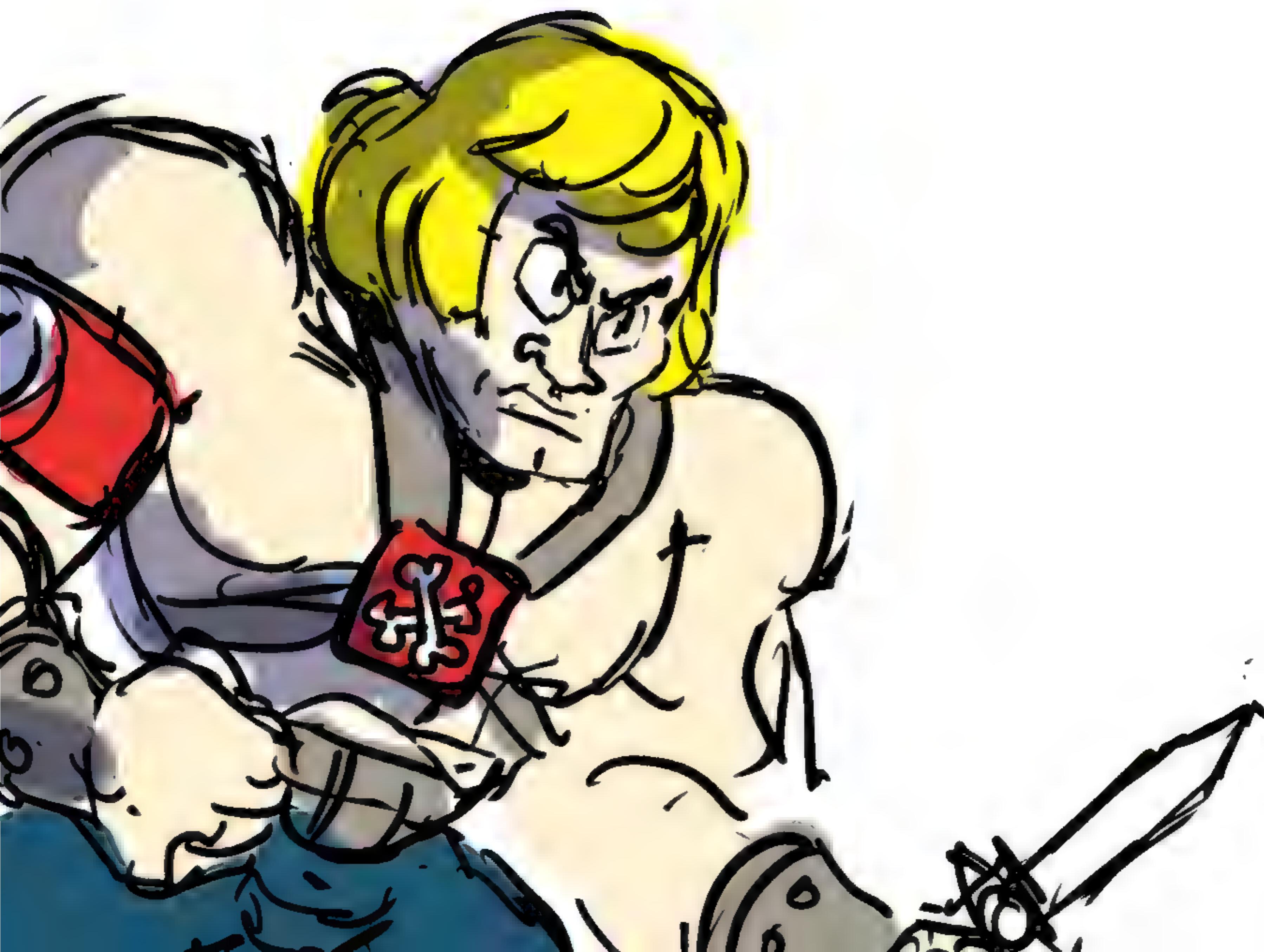
Brienne uses her Meat Smash in order to send enemies flying. Tougher enemies like bosses will resist that effect but its damage is felt by all of them.





CONCEPT ART

**From the hands of our artist
to the action in your screen**



CONCEPT ART

Old design



New design starts



First outline



Let's add some color

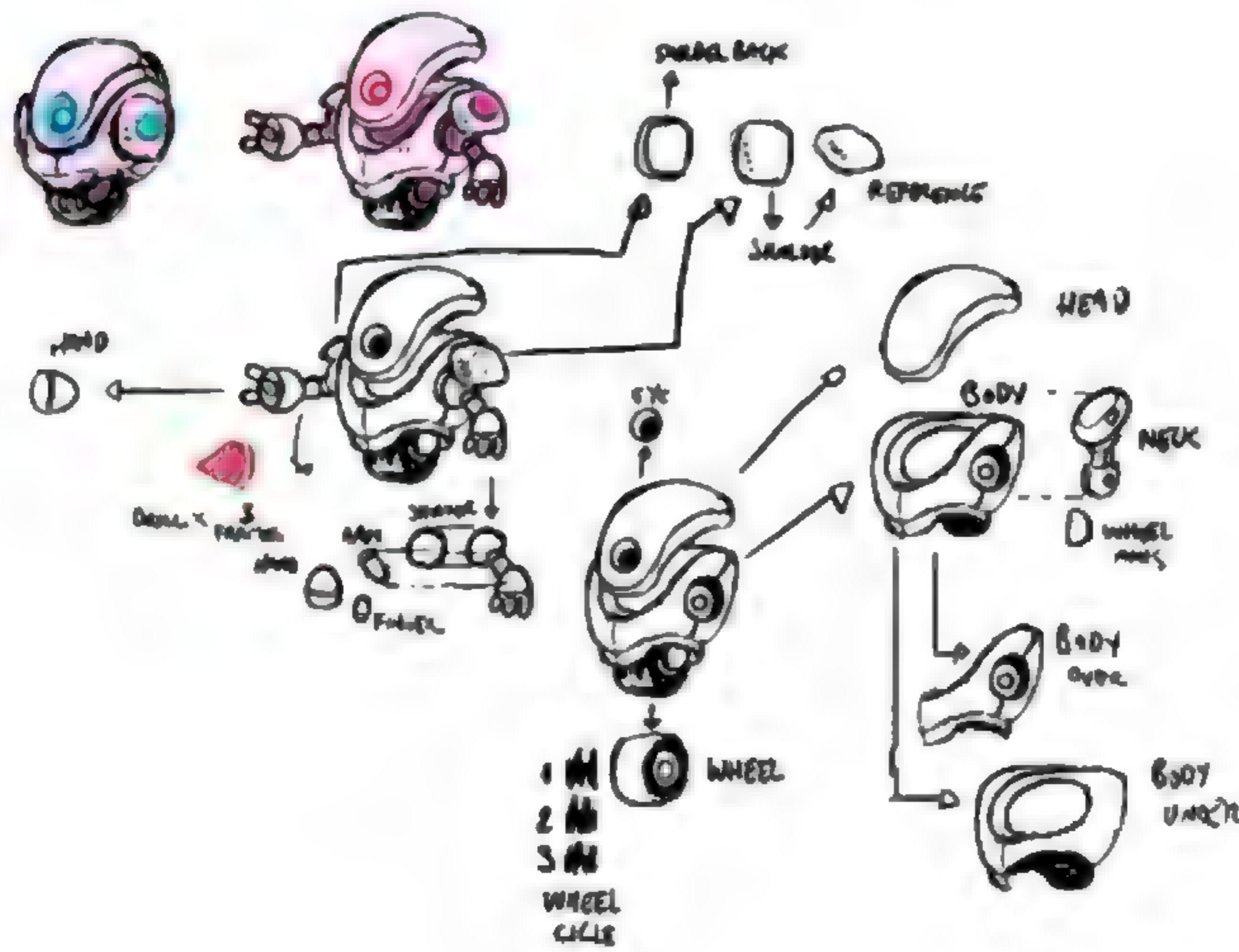
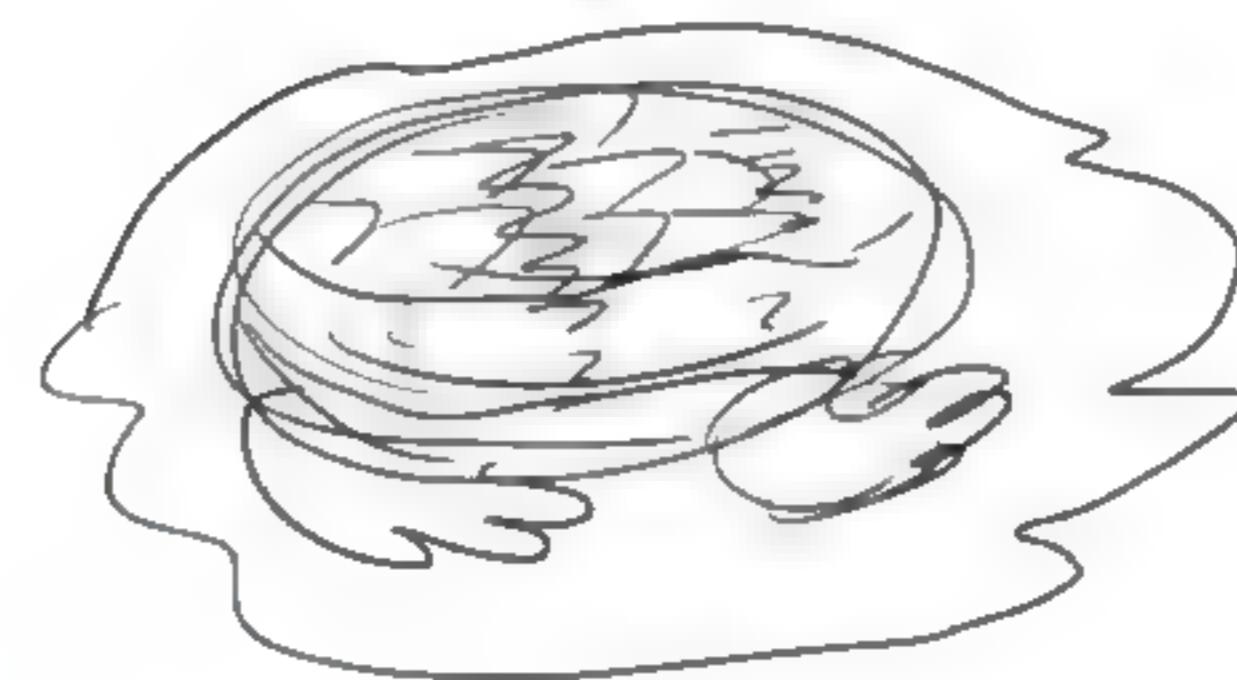


Let's add details, shadows and a nose!



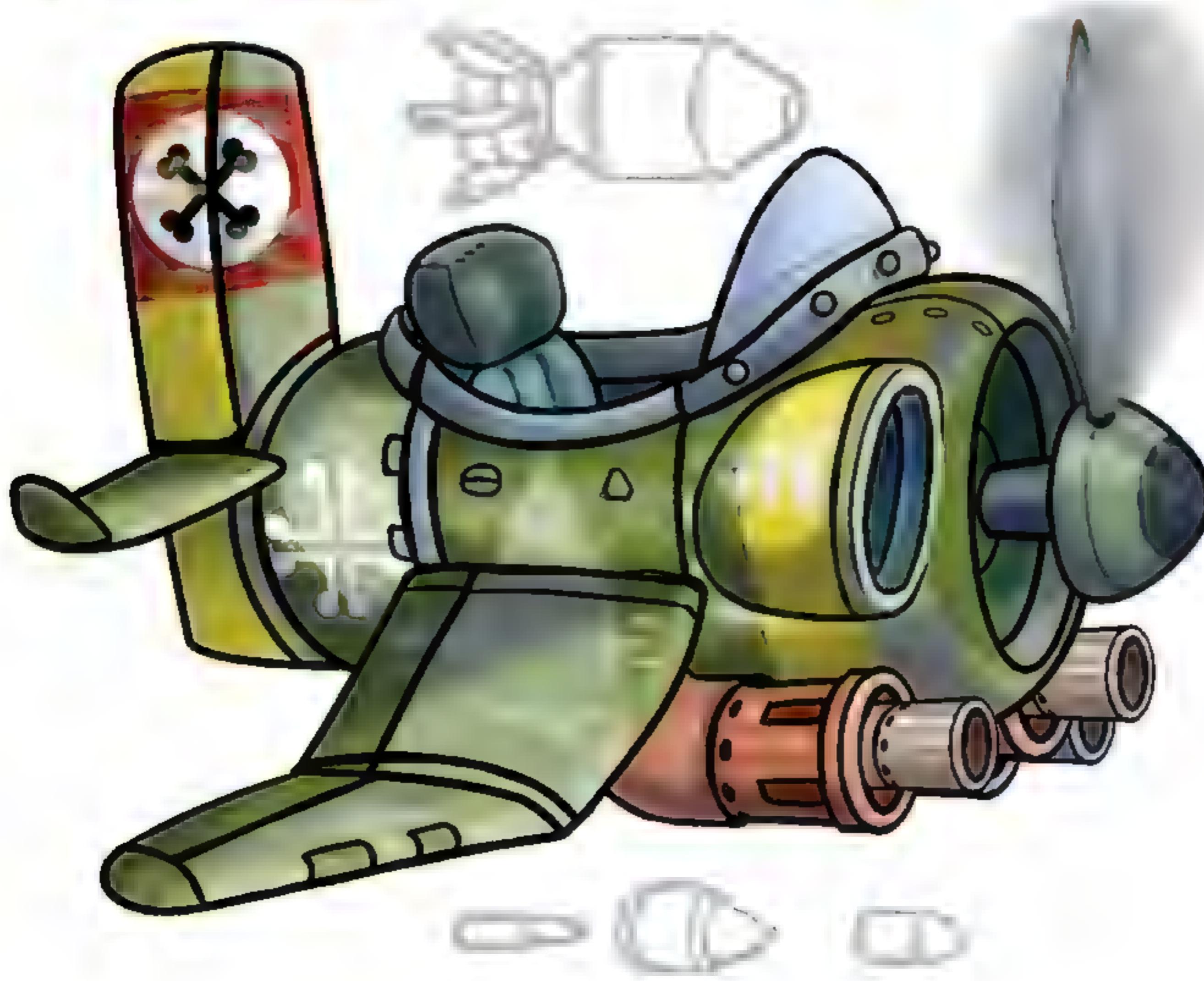
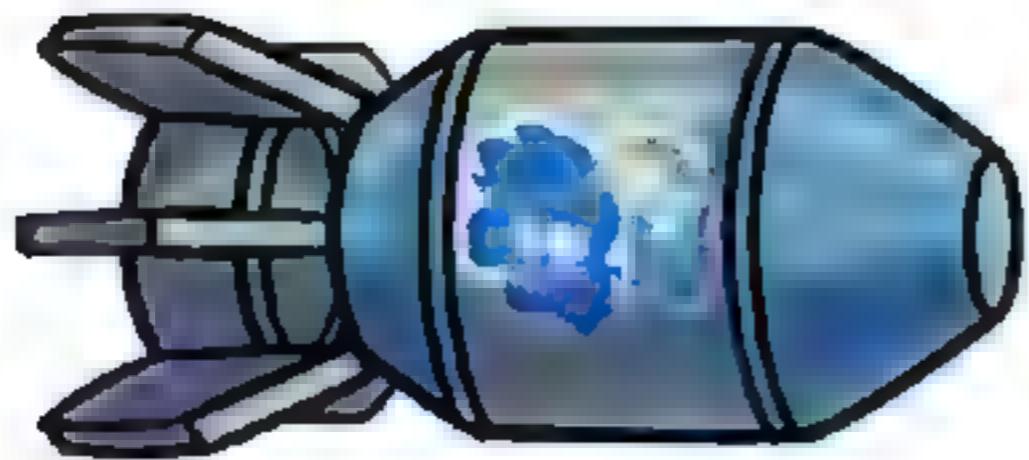
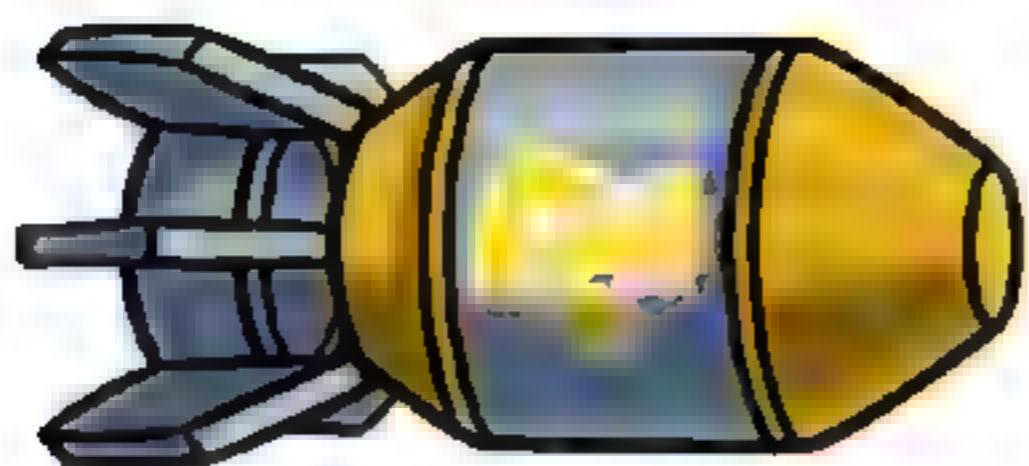
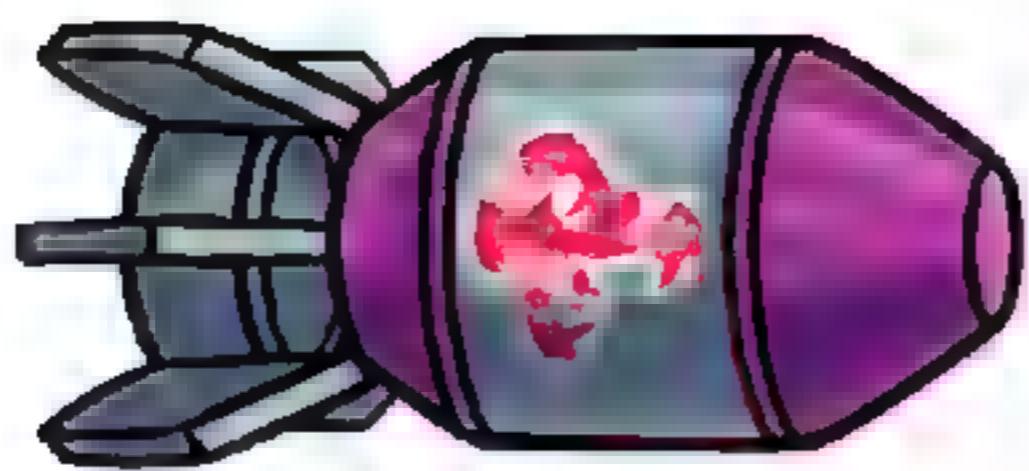
Jack's new design is ready to smash it all!







GERALD MCGRAW

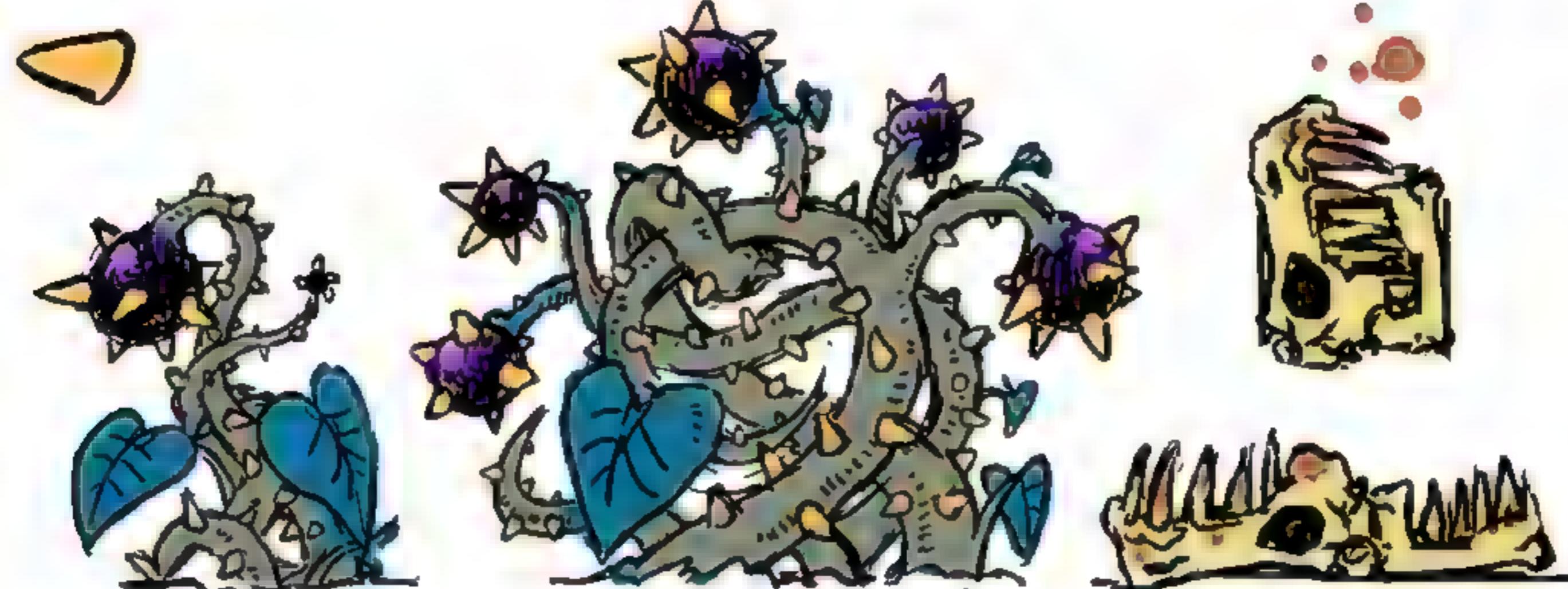




SHOOTER

MULTI-CLUSTER SHOOT

CLUSTER SHOOT



STRAIGHT

SHOOT

MULTI-STRAIGHT

SHOOT

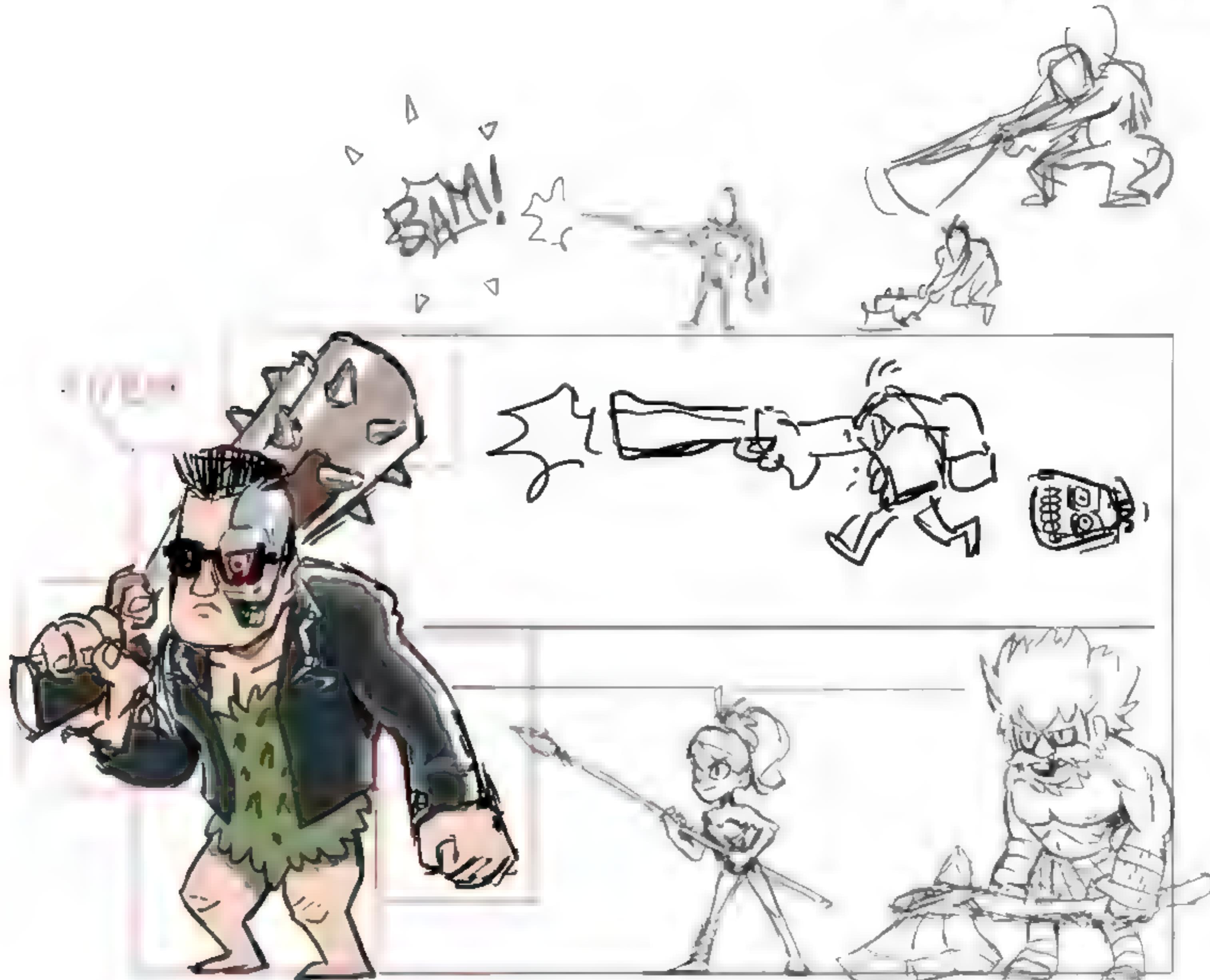
TRAP



SHOOTER
NARROW

FANATIC
BLOOD

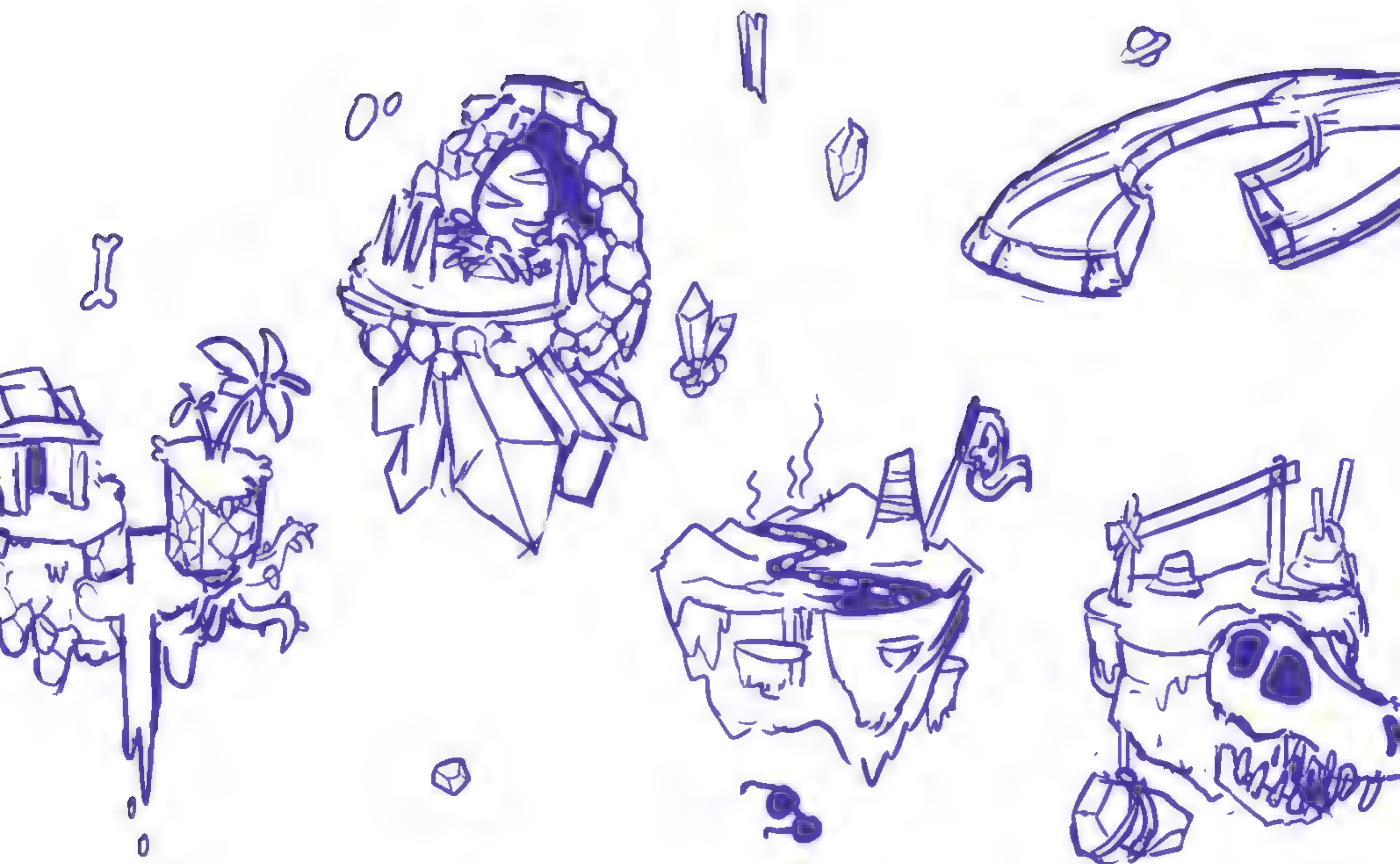
PERSECUTOR
BULLET





LEVELS

Once you enter one,
the challenge is on



LEVELS

First Contact



Death Mountain



Fury on the Road





The Graveyard



The Donut



Behind Enemy Lines

LEVELS



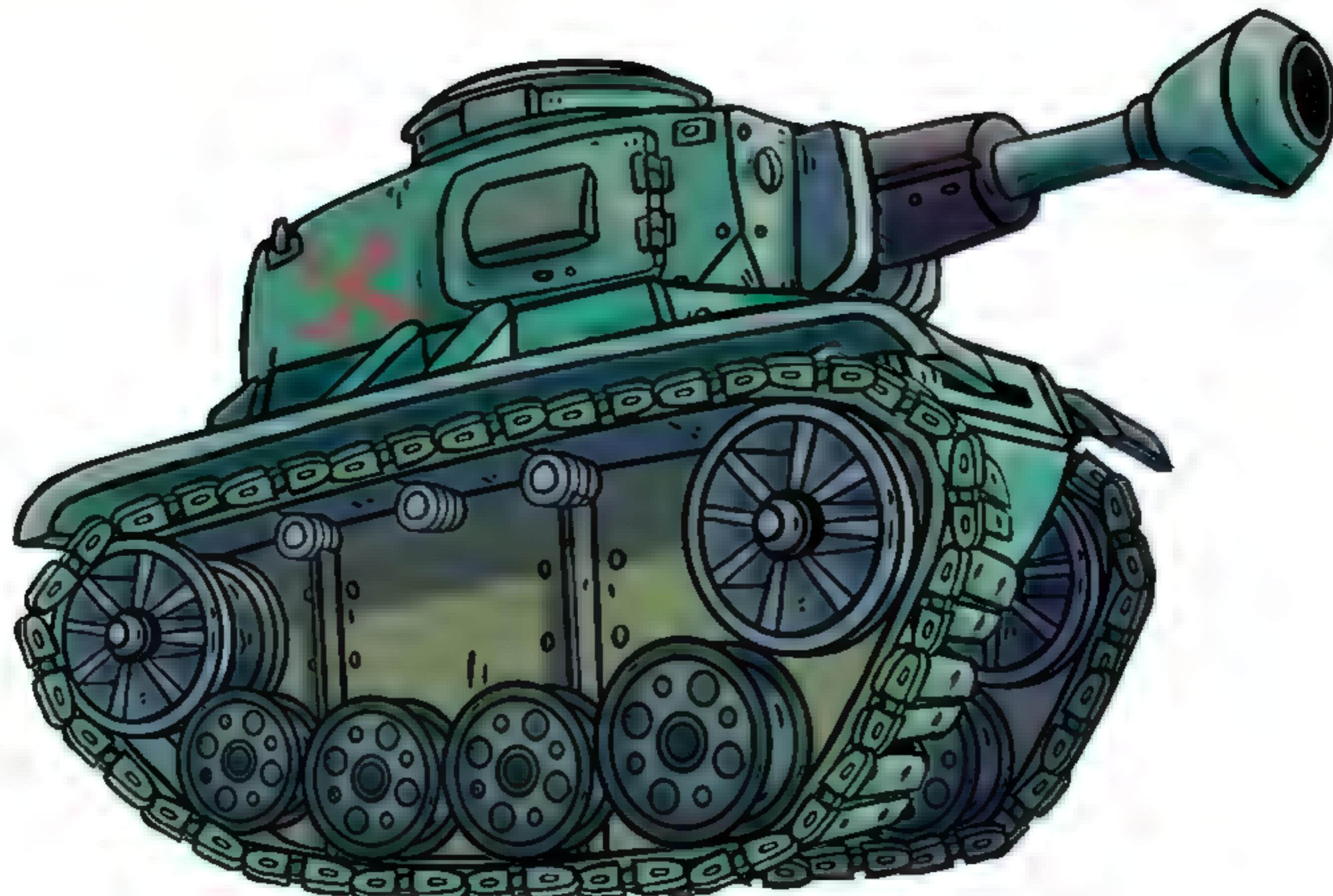
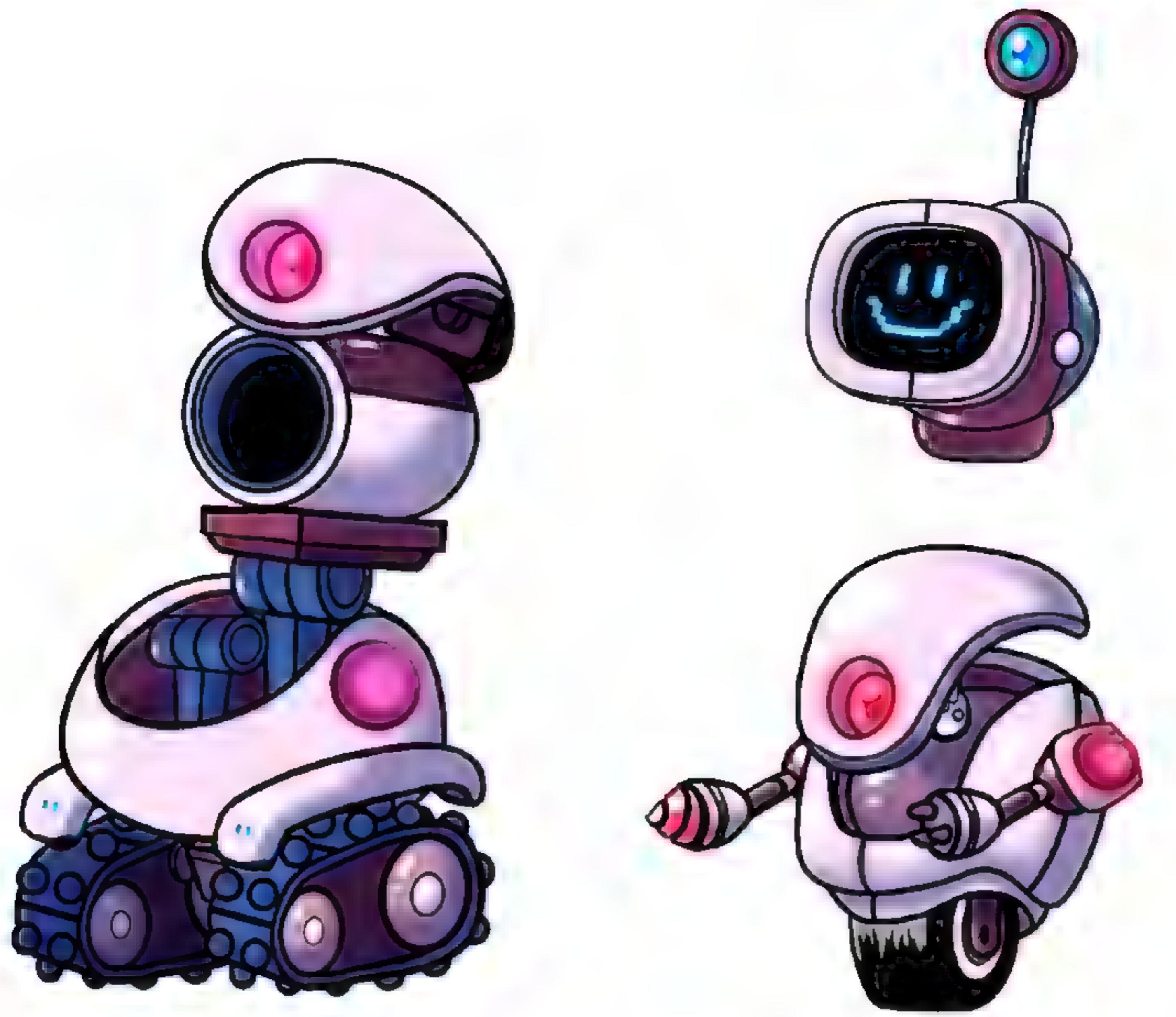
ENEMIES

Those tools we use to make
your quest a little harder



ENEMIES

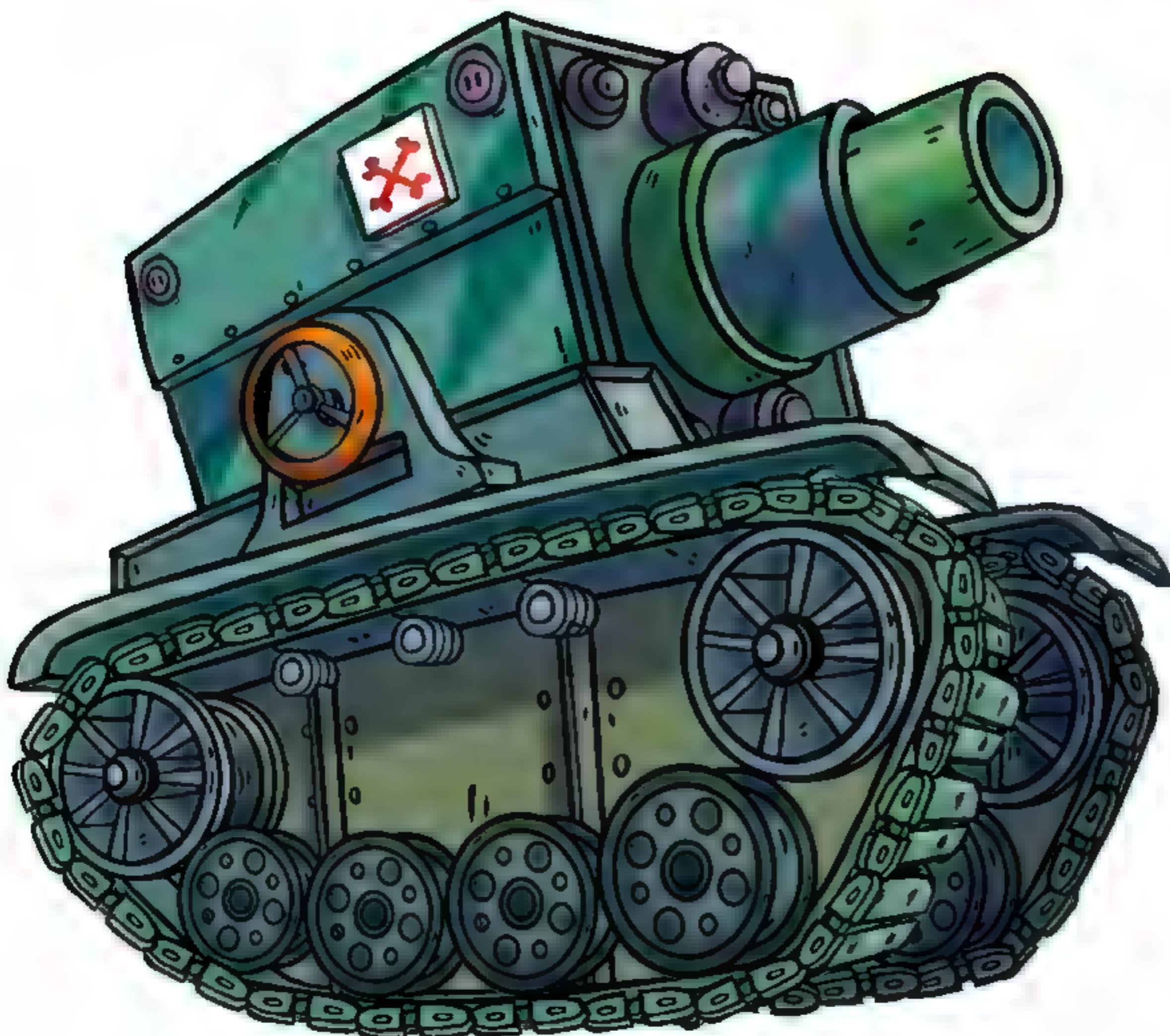
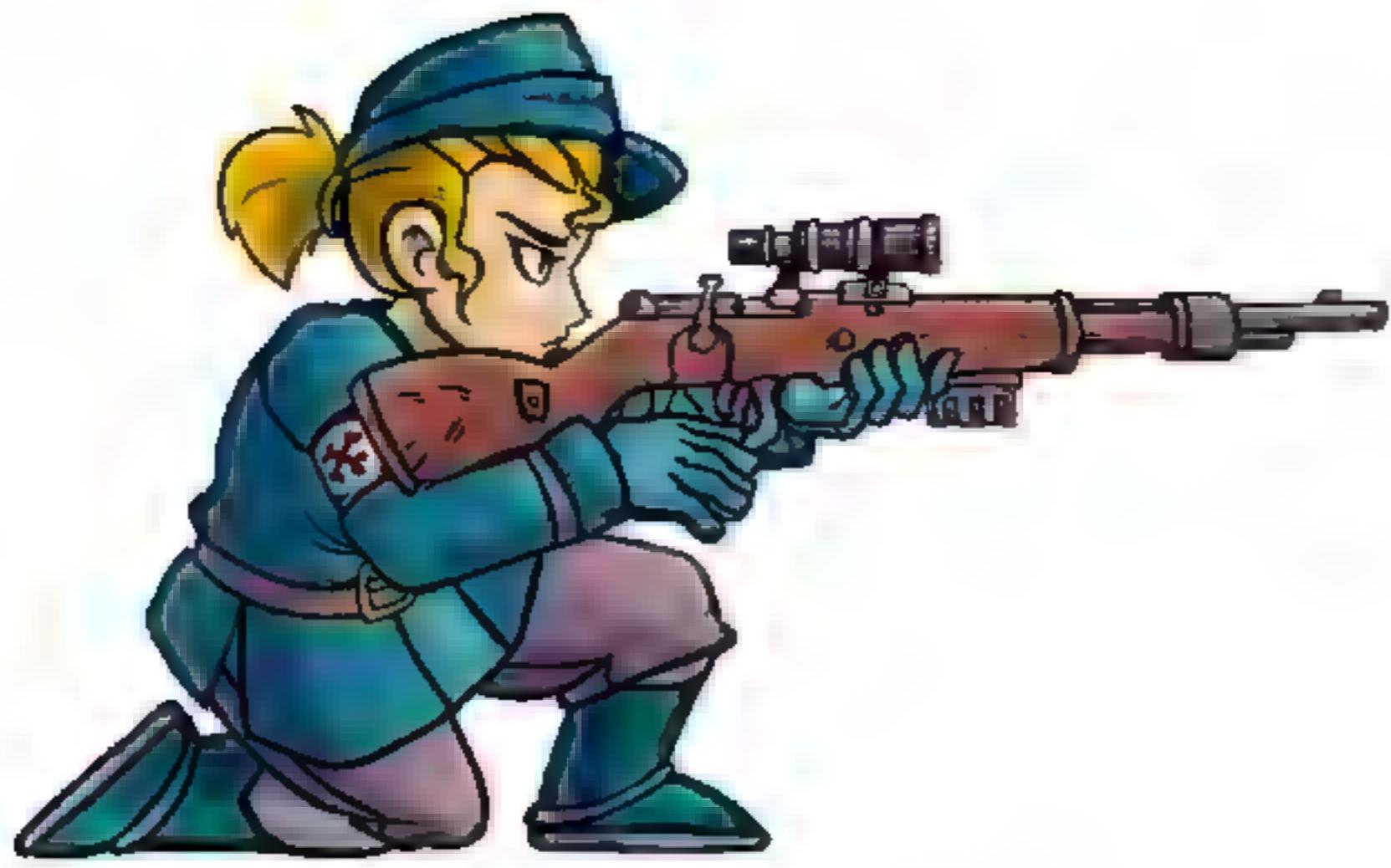




ENEMIES



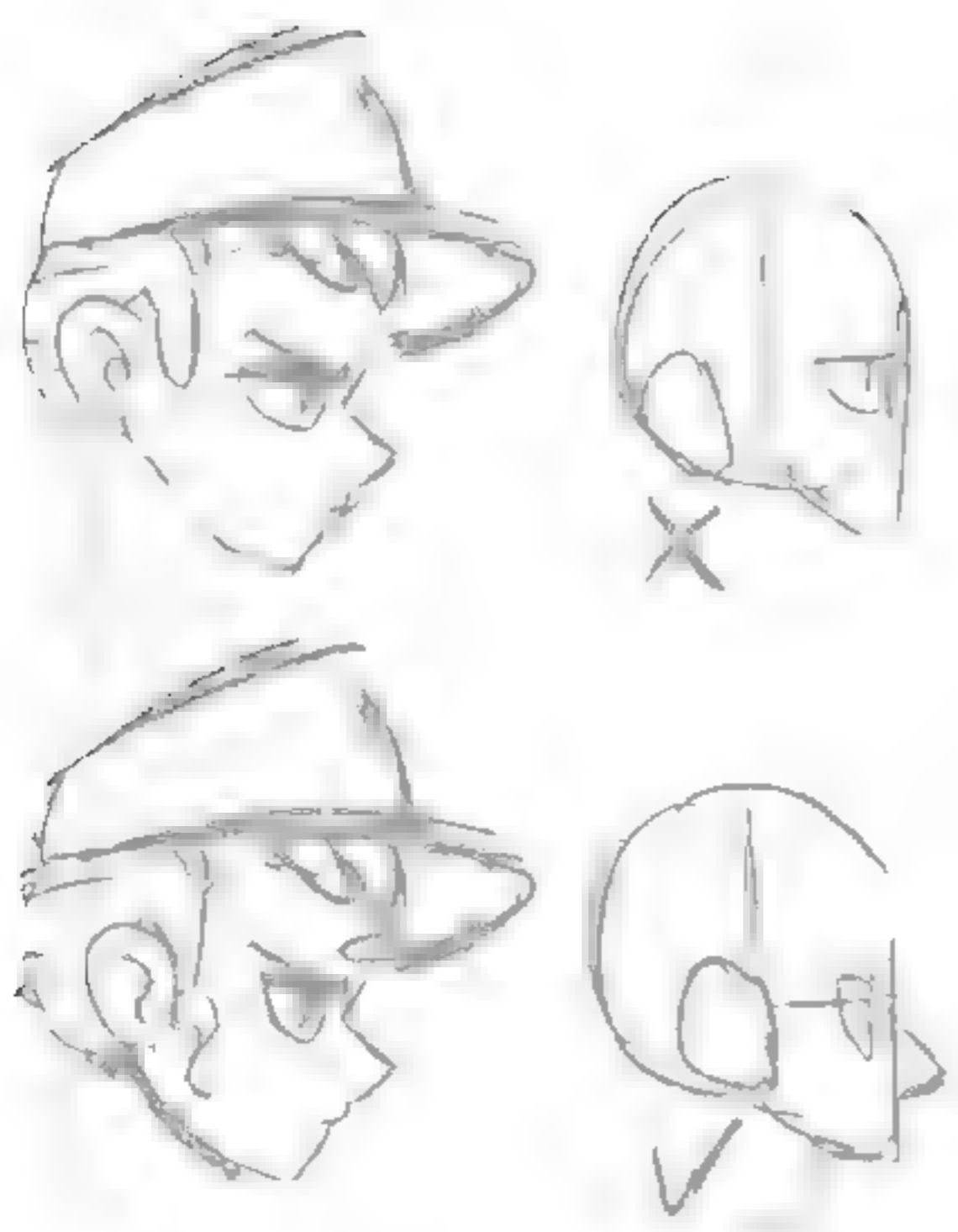
ENEMIES



ENEMIES







BOSSSES

That time in a level where you must prove how tough you are

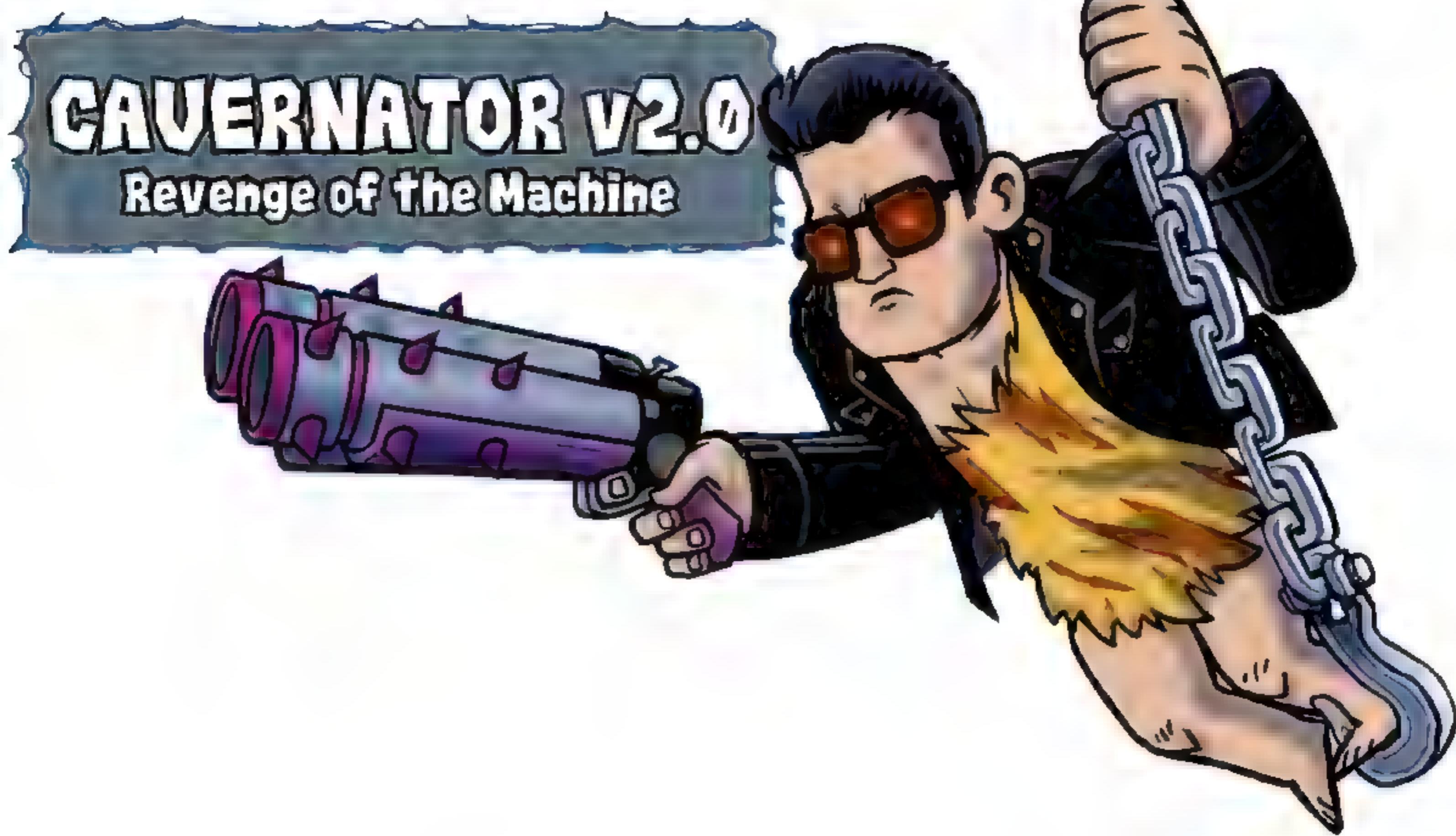


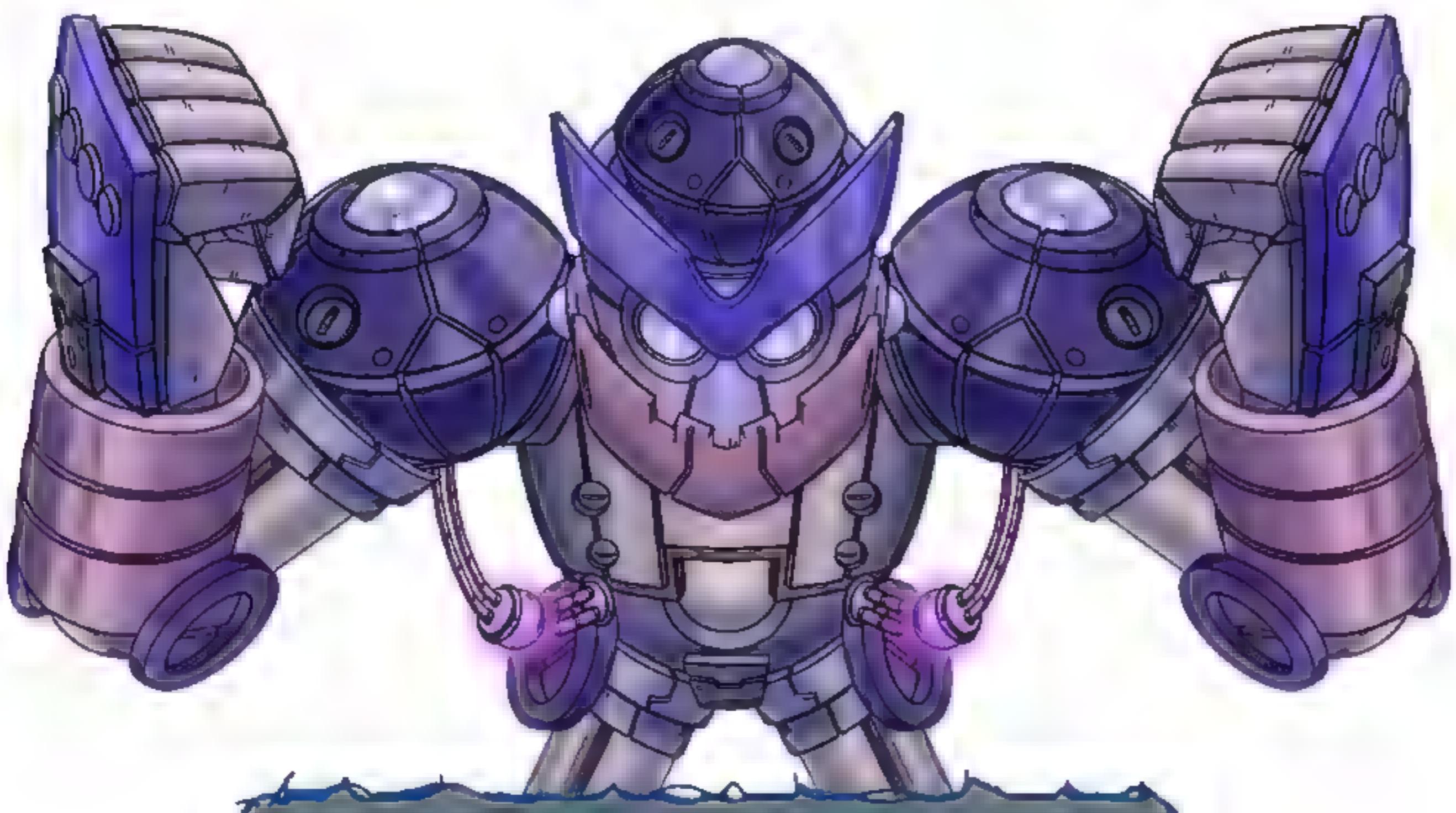
BOSSES





BOSSES





TALI'VAS MOON
The Sweet of the Galaxy



COMICS

**A classic way to give
you cutscenes**

Chapter 1



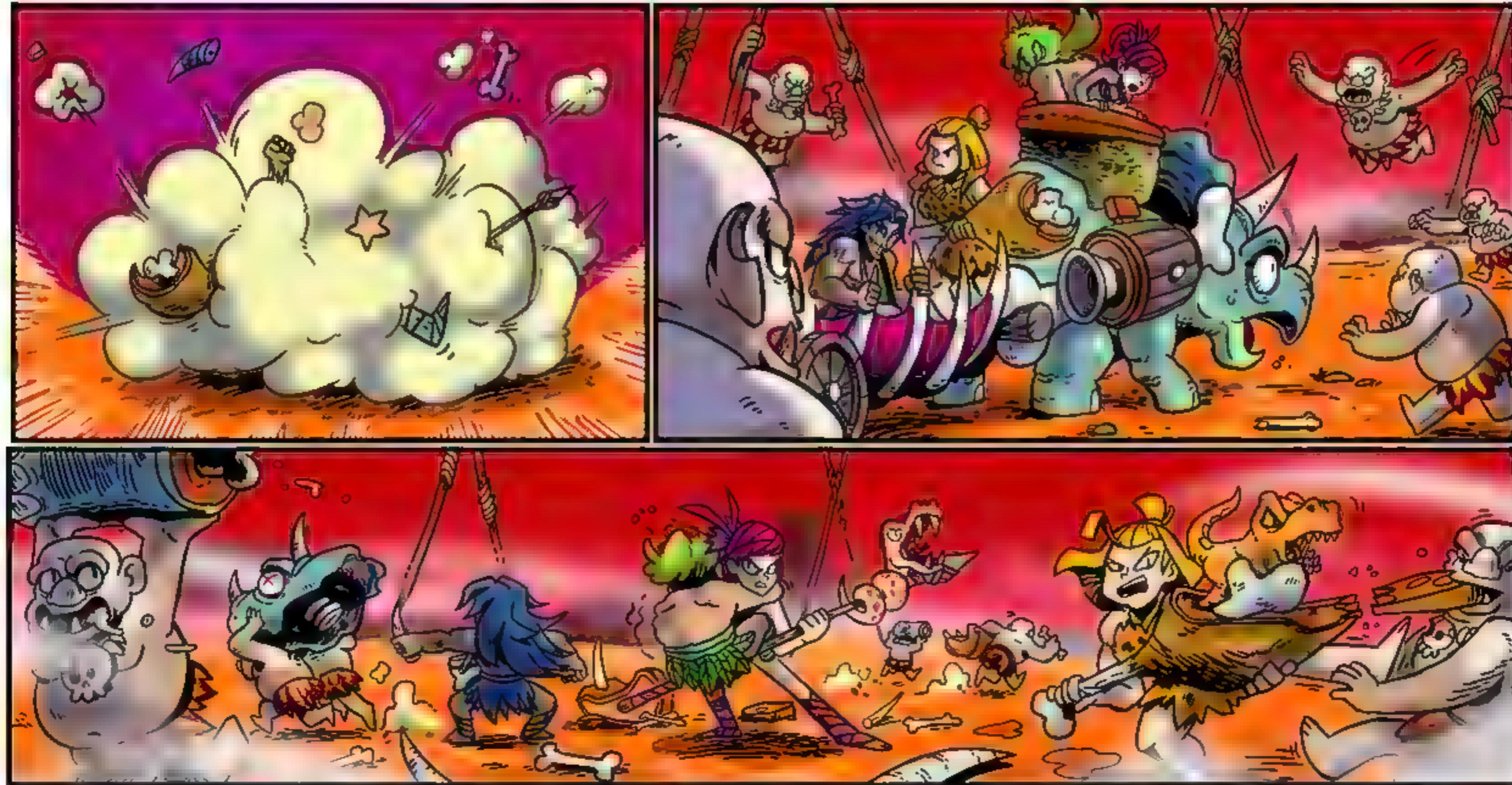
Chapter 2



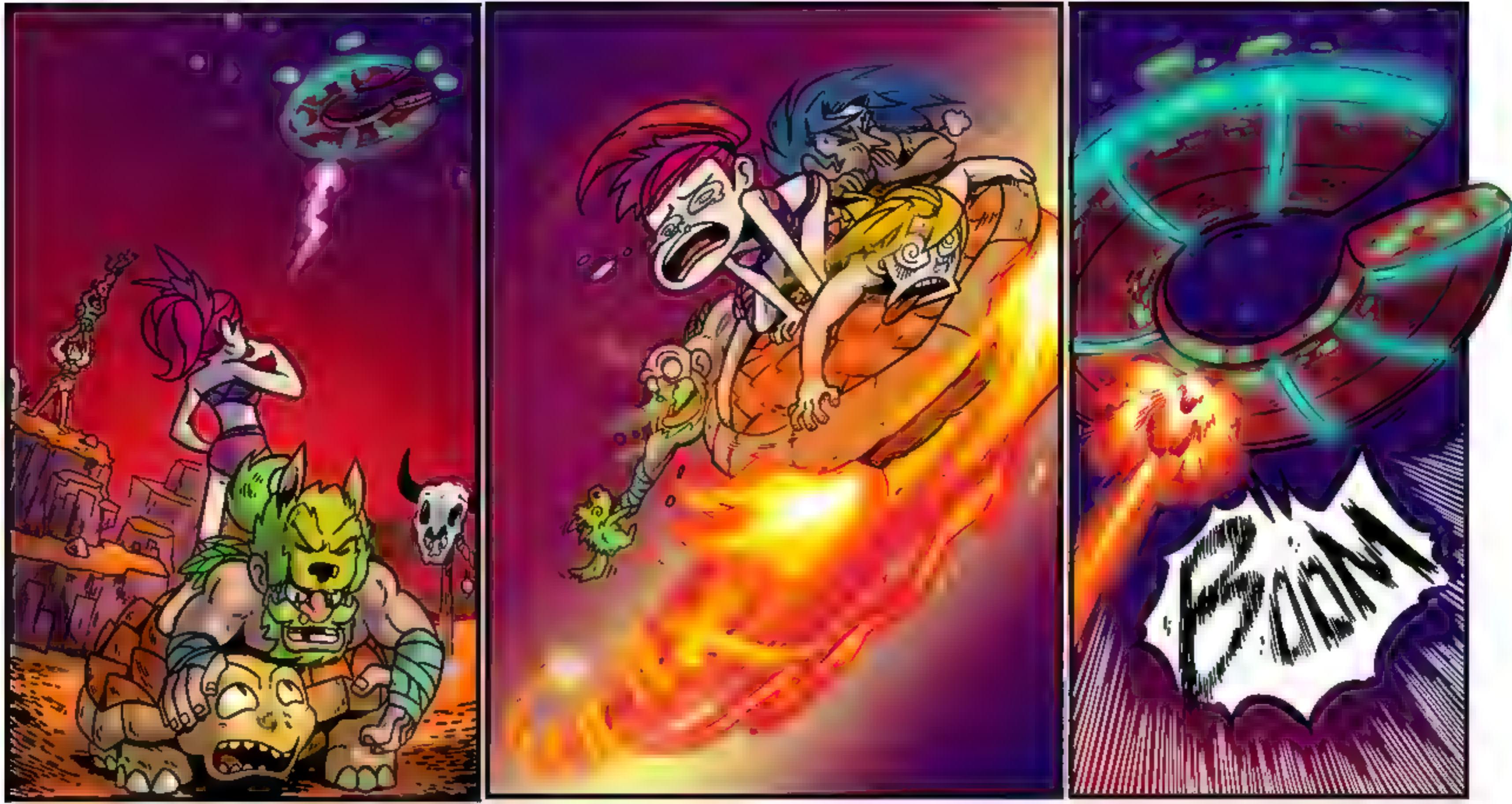
Chapter 3



Chapter 4



Chapter 5



Chapter 5 End



Chapter 6



Chapter 7



Chapter 8



Chapter 8 End



Complete the game to discover the secret ending!

DEV TEAM

The ones behind assets



DEV TEAM



Jose Antonio Andújar

**-Jandusoft CEO and Founder
-Console Porting Programmer**



Víctor Madrid

-Lead Programmer



Víctor Amorós

-Lead Designer



Stephen Hausdorff

-Art Director



Damián Sánchez

**-Sonotigger CEO and Founder
-Music Composer**

Character Art Assistant
Silvia Cabria

Environment Artists
Pau Sempere
Andrea Tamayo

Prototype Artists
Gustavo Vargas
Paula Martín
Maria Barrassa

Prototype Assistant Programmers
Oriol Catasús
Aleix Estrany

Music and Sound Design
Sonotrigger

Community Manager
Toni Domínguez

Testers
Toni Domínguez
Guillermo López
Rubén Agnès
Víctor Canas
Gregori Valero

2D Art Animators
Toni Coll
Ivan Megino
Nil Martínez

Audio Director
Damián Sánchez

Controller Props
Nicolae Berbece

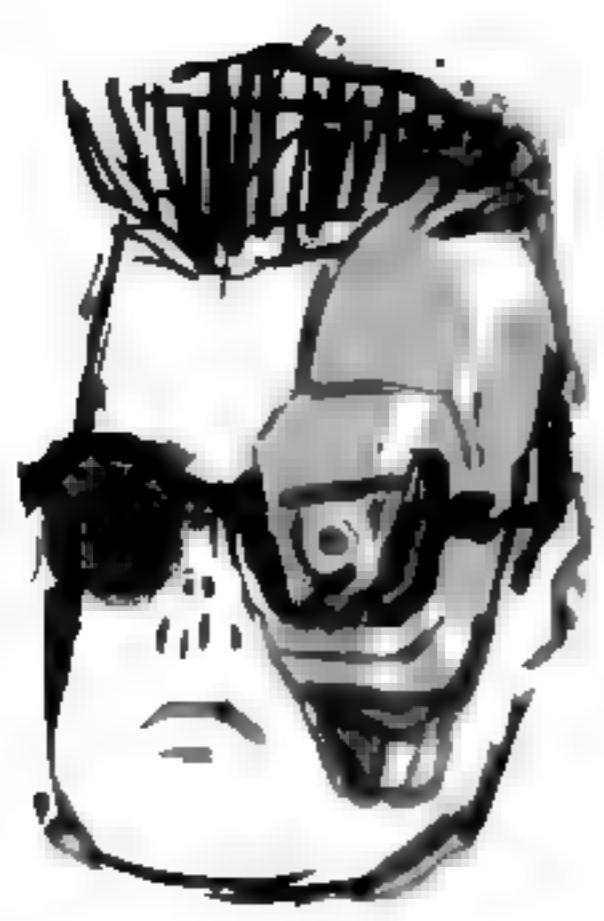
Art Assistants
Gina Schreuder
Elena María García

Special thanks
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Marisol López
Edgar García
Joan Tuset
Marc Orcera
Marc Parra
Lluís Samper
Curro Rueda
Jennifer Rizk
Samuel Molina (Fukuy)
Victor Matute (Pazos64)
Fernando Prieto
Eva Gaspar
Ramon Nafria (Nae)
Jim Sterling

Institut Català de les
Empreses Culturals
Escola Pia Balmes
CEU Barcelona

Our Families and
Friends!

And You!



KICKSTARTER

An adventure through the
crowdfunding ocean

The image shows a Kickstarter campaign page for the game 'Caveman Warriors'. The main visual is a vibrant, colorful illustration of two cavemen characters, one with a red headband and the other with a blue headband, both in dynamic fighting poses. The title 'CAVE MAN WARRIORS' is displayed in large, stylized, rainbow-colored letters across the center of the image. Below the title, a 'PLAY' button is visible. To the left of the main image, text reads 'Up to 4 players' and 'Caveman Warriors - Multiplayer Platformer Arcade Game'. To the right, a progress bar shows '\$11,205' raised out of a goal of '359'. The page includes navigation links like 'Campaign', 'FAQ', 'Updates', 'Comments', 'About this project', and 'Share this project'. A 'Supporter' section lists names of backers, and a 'Pledge' section shows a list of rewards available for different contribution levels. The bottom of the page features a large, stylized 'WARRIOR' logo.



February 15, 2017 is a date written in stone for us as it is the day we started our Kickstarter campaign. There was a huge first sprint as 25% of the funding we needed was achieved in less than 24 hours. That made us believe even more in this project.





We also uploaded a demo that people could download via Gamejolt and itch.io and the Kickstarter webpage itself.

Funny story, one of the students Jandu (the boss) is a teacher to, downloaded the demo and went inside the files to access some levels that were only available for press. We changed some scripts to fix that as fast as we could.

We had a hard time deciding the rewards as some of them could involved changes in the game. At the end, we had the following rewards:

REWARDS	\$5	\$15	\$25	\$35	\$60	\$100	\$250	\$750	\$3000
Your name in the credits	x	x	x	x	x	x	x	x	x
Backer Updates	x	x	x	x	x	x	x	x	x
Exclusive Digital Wallpaper	x	x	x	x	x	x	x	x	x
Number of copies	1	3	1	3	2	4	5	25	
Digital Artbook		1	1	3	2	4	5	25	
Original Soundtrack		1	1	3	2	4	5	25	
Beta Access			1	3	2	4	5	25	
Portrait in a prehistoric style					x	x	x	x	
Your portrait in the credits					x	x	x	x	
Your portrait used in-game					x	x	x	x	
Design a new secret level					x	x	x	x	
Design a Boss					x				

The live action trailer for the crowdfunding campaign was extremely fun to record. We went to Cova de Can Nadal, a cave in a mountain about 30 minutes by car from Barcelona. We knew this was old school and would make us different from other projects. It was january so the weather was preety cold. Not the most ideal thing for a caveman attire...



The body of the arcade machine was made using polystyrene, not the best idea considering how windy that day was. Some pieces of it were sent flying and they could even break by being bent too much. But after all, we were able to record the trailer while keeping everything intact.



At the end, the dream came true. When we come back to our Kickstarter page and read that 359 backers pledged \$11,205 to help bring this project to life, we realise what a roadblock we were able to smash.

March 14

WE GOT FUNDED !!!!

YES!!!

Thanks you, we get FUNDED.

Now let us aim for the first stretch goal, you awesome people!

From the bottom of our hearts, we want to once again say thank you to our backers, those who made this a solid reality. Without you, we would not be here today. The game would have probably been delayed, worse or even canceled. You helped us bring this idea to life and that is why we owe you more than your backer rewards.

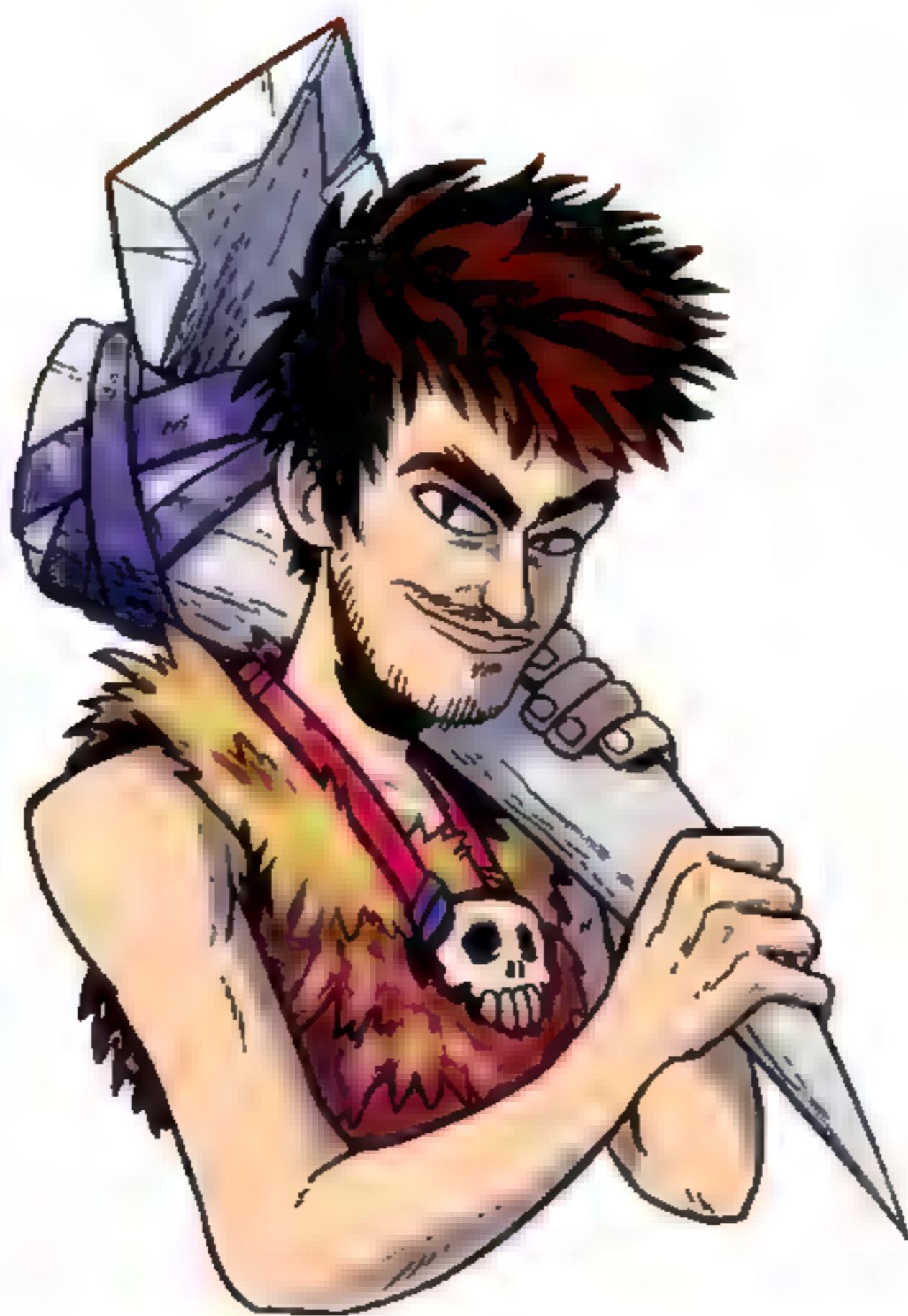
March 17, 2017

Successfully raised \$11,205 with 359 backers

These awesome backers supported us with +100\$!



GENERA™
GAMES



Eiden Marsal Zamora

These awesome backers supported us with +100\$!



Joe Campolo



Souldin



Silvia Sentís



Quico Amorós



Benedikt Betz



Revek

SPECIAL THANKS TO OUR BACKERS

Adcto
Nabi Ferrer
Picas
Tito
Robert Teixidó
GD Consult
Gokai
Robert Kuba
Gideon Chus
Alexander 'Eefrit' Permyakov
Jan F. 'Tewam'
Mat "NitroWeasel3k" Everman
Nick "23r0PNG" Pierce
Sean "Rainkore" Piper
Ryanmiller70
AtlasCrown
Icypika
24
Joel Stephenson
Victor Fries
Patricio Parra
Laura*
David Charles Maurice Fraga
Bryant
Zipporah Echo Turk
James McGeorge
Dufus MacLeod
Corsegames Team
Alex Roca Sánchez
Stefan Rudolf
Mark Rodriguez
Kevin Busse
Kagon the Drifter
Tobias Krummen
Andrew Tench

Paul Crampton
Christopher Will
Matt Frank
Luka Giacco
Soledad Clavell Caja
Grady Phillips
Ben Knuchel
Shamax
Dellar the Gamer
Dragon (Kenneth Adams)
Hassan
Lee Stewart
Aaron Westover
Sergi Valls
Eric Armijo
Eric Swiersz
Sergio Martinez Martos
Gildem
Merlin
Angel Mixu Sanchez
Filippo Facchetti
Oriol Guarino Manchado
Dalton Tindall
Clayton Shipman
Miguel González
Ross Annesley
Gordon Ecker
Daniel
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Benjamin Redblaze27 Aben
Pauli Haarnimo
Stephen Grice

Scott Voss
Richard Bairwell
Jonathan Keimig
imjohnblue
Mechanomaly
Joshua dos Santos
Alejandro
Markus "Sc00by" Schubert
Raizzan Gen
Nathan Muck
SrLiche
La Casa de Banjo
Zaveguin
Myles Hennessy
Nick Schneble
German Pique Garcia
Eduardo Bodegas Garcia
Inacito
Fanboy Bob
Mario Tanguay
Marcos Martinez
Semisoft Studio (Indonesia)
Dacecifo
Scordark
Negritis
Daniel Rogers
NoAgendaShow.com
Alexandre D.
Nathan Robbert
Diana
Jaehoon Jeong
Marc Moreno
Adrián Chamorro
Steven White
Mike S.
Max Juchheim
Da Cruz Barreiro Manuel

REX ARCADE
Alfonso Villar Chicharro
Supawat Laksanasopin
Leonardo Rivera-Perez
Cody Delorme
Brennan Sarich
Alex Chimeno
Xodiac the Dragote
Daniel Sanchez
Fernando Vera
Pavel Khlopin
Wouter Vos
Stefan M. Feltmann
Namit Chouhan
ITACHIFALL
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Iquer Osuna Ramos
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Ivan B. Jimenez
Alessandro D. C.
Hivaro
Andrew Yoon
Samuel Balcells
Marvelinchen
Rachid Belhiti
Nicolas Cordier
Andrew J. Clark
Vince Luciano
Adoll Studio
Xavi Martinez
mx03
Giake
Albert Pujo Girol
Ariel Rosenfeld
douleme
Theodore d stevens
Thomas Beekers

Joan Vazquez Lopez
Badmess
Samantha Nelson
Mario Sousa
Jack Cogen
Mike Hansford
Frank Brustenga Cardenas
Rafa Torres
Emilio Dominguez Gayoso
George Alexander Neufeld
Steve Lord
Nandan Pugalia
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mbjones8
Chris Geisner
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Leakspin
Natalie
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Ben
Shaolin Dave
David Plater
Desmond
Stephan Szabo
Antonio Martinez Garcia
Craig Riley
Adam McCormick

Robert Gerdion McLaughlin
zack
Jake S.
Ryan Kent
Per-Olov Gothe
D4 ult1m4t3 SuXx0r
Ang Wee Teck
Francisco Valero
Erik Carter
Jared Kikkade
Daniele Pozzi
Causal Bit Games
Jimmy & Matteo VB
Kai Kubicek
Jason Sallis
Sebastian TJ Carstensen
Justin Fennema
Fernando Jasso Anguiano
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Ki estuvo aquí
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Jaime Chapinal Cervantes
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ChaoticDragon
Calvin Campau
peter norcross
Karl Maly
Ethan Michel
Phillip James
Jesus Maria Mendez Perez
Maximiliano Barroso (Aturdido)
Nakia Sanchez Ruiz
Pablo Sancho Fernández
David Eradus
Kovuviw
zaddum
Christopher Brahm
Mark Gummo
Cameron "Yabadabajew" Yourist
Graeme Nordell
Jordan Holloway
Dylan Kauling
Ismael Nieva Gamez
Lusipher Diablo
Alejandro iino Perez
mandarino
Fearbit
Alberto Jarabo
Roger Francesch Camps
Andrew Fortune
Hugo Sa Ferreira
Paul Krombach
Tyson Silver
David Gaynor
Alex Brebenal
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Irene Tudela
Nathan "NXSeven" Frisson
Thomas Jansen
Timmy Petersson (FishOfPain)
Linda MacKellar
Konork
Ana Guillen Fernandez
Jahmel Gordon

DEVELOPED BY



JANDU^{SOFT}





JANDUSOFT